

Ethno-cultural groups may use gaming funds for activities and programs that promote or preserve its specific cultural heritage and traditions. Charitable Gaming Policies Handbook (CGPH) 3.9.

All programs or events must be managed on a cost-recovery basis. Cost recovery means the use of gaming proceeds to pay for eligible program costs that are not covered by program revenues. CGPH 1.1.

Approved use of gaming proceeds appear on the group's Current Use of Proceeds (UOP) List. If items do not appear on the UOP list, a request must be submitted to AGLC for prior approval. A group may view its current UOP list via the Online Services portal at aglc.ca with an active internet account.

Eligible expenses may include:

- **Facility** – groups may use a maximum of 50% of gaming proceeds for eligible facility expenses (e.g., operating expenses: utilities, insurance, maintenance, renovations and includes purchase or construction of a facility) with a long-term lease or land title on file. Facility must be used for the purpose of on-going program delivery. The remaining 50% of gaming proceeds must be used for approved on-going charitable program delivery. . Gaming proceeds cannot be used for income-generating areas or activities that are commercial in nature. CGPH 5.11
- **Ethno-Cultural Activities** - events that preserve or enhance the group's heritage or traditions must be open and advertised to the community at large and not restricted to members and guests of the licensed group. Submit a Request to Amend Use of Gaming Proceeds form and an Event Worksheet form or budget with a copy of the advertisement to AGLC for prior approval for each event. Eligible expenses may include: venue rental, advertising, equipment rental, guest speaker or performer fees, (submit a Request to Use Gaming Funds to Pay Wages/Salaries form). Social or recreational events and food/beverage are not eligible expenses.
- **Equipment** – the purchase, rental, or maintenance of equipment that is essential to the delivery of the group's programs (e.g. instruments, audio equipment). Ownership of the equipment must remain property of the licensed group. Equipment that is used in any activity or operation which is intended to produce income cannot be purchased with gaming proceeds. CGPH 5.10
- **Rent/Facility** - occasional venue rental or short-term facility rentals 12 months or less for facilities such as performing arts venues or space for charitable programs. Rental fee is for the use of the space only and does not include operating or capital costs. CGPH 5.11
- **Travel In Province** – travel that is required to deliver programs within Alberta (see Travel In Province Guidelines)
- **Uniforms/Costumes** - the item must be necessary for the actual delivery of the charitable program to the public. Items may not be for personal use or of a personal nature and cannot be personalized. Ownership of the items shall remain with the group. Groups must have a written policy for the use of uniforms/costumes and provide to AGLC upon request. CGPH 5.10 (See Uniforms/Costumes Guidelines)

Travel out of province – groups involved in activities such as music, dance, and drama may use gaming proceeds for travel outside the province or country if the group is participating in a recognized competition where there is a formal evaluation or adjudication process, with qualified judges or adjudicators who evaluate the participants' efforts and publish their opinions CGPH 5.20 Travel Itinerary forms with supporting documents must be submitted to AGLC for prior approval of each out of province/country trip. (See Travel Outside Alberta Guidelines)

All use of gaming proceeds forms and guidelines are available at aglc.ca